/\*

  3D transform

  Rotate

IS THE SAME AS 2D

  deg => degrees

  rad => radians

  grad => gradians

  turn => turn

  element.style {

  transform: rotate(360deg); for example

  transform: rotate(6.28deg); for example

  transform: rotate(400grad); for example

  transform: rotate(1turn); for example

}

\*/

Theres something new and that’s the z-axis

Transform: rotate(90deg);

Transform-origin: right top;